TOP SECRET

Executive Committee
Washington [redacted] D.C.

BRIEFING AND INFORMATION [redacted] EYES ONLY

(U) 1. All persons in possession of this packet are to destroy it after reading via pulping or, if this service is not available (or one suspects it may compromise information within), burning of all documents. Any remnants left behind are the liability of the recipient, and the perpetrators of such information leaks will be subject to prosecution under accusation of treason.

(U) 2. Anyone found to be in possession of, or having read, or having been informed of, the inner contents of this packet who are not of the specified clearance level will be subject to prosecution under accusation of treason. If one believes they may have erroneously received this packet, they are by law required to stop reading after this paragraph, and hand it over to the proper authorities. If no one with proper authority can be found who can identify the stamp on the envelope or this one must destroy it as dictated in paragraph 1.

(U) 3. The contents of this packet may be unusual, or unexpected. This is not evidence of tampering or reason to believe the document is unofficial. Everything within this packet is to be assumed as accurate.

(TS DG) 4. By reading further, the owner of this packet identifies themselves as a member of DELTA GREEN, with the appropriate clearance, and will be treated as such. No formal in-person appointment will occur, no badge will be provided. Passwords and clearance codes will be provided as necessary.

(TS DG) 5. All information within this packet is considered by the DELTA GREEN initiative to be all its recipient needs to know. This means no further questions will be permitted or answered.

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(TS DG) 6. Welcome. This packet is written by, and sent on the behalf of, a member of the DELTA GREEN Executive Committee, though I will not (directly) identify myself for security purposes. You, the recipient of this packet, have been given DELTA GREEN clearance due to involvement with a prior operation, and recently marked for future involvement in one or more DELTA GREEN operations. The following paragraphs will informally detail some of what that means for you. This is my personal advice to you, not a rulebook. We don't do those here.

(TS DG) 7. Firstly, this duty is not to be taken lightly or treated as a promotion. DELTA GREEN clearance does not make you special, nor does it give you authority within your organization others do not have. Nothing changes for you in regular life.

(TS DG) 8. In all likelihood, you've only received DELTA GREEN clearance due to an event that has, to remain in some way vague on the matter, altered your outlook on the world. These events are more common than you know, and it is our duty — and therefore your duty — to prevent others from ever coming into contact with such incursions. That is the term, internally, for these events: Incursions. Anytime this word is used in official DELTA GREEN communication, it is to be assumed it is referring to one such event as that which resulted in your recruitment. If no such event has found you, you will know what it means sooner than later. If that frightens you, it should, but chances are you already have some idea what I mean.

(TS DG) 9. Another common, seemingly innocuous term you need to be aware of is "The Unnatural" This refers to the threat that DELTA GREEN was created to contain in all its forms, terrestrial and extraterrestrial. Extraterrestrial, however, is mostly the domain of our sister program, MAJESTIC-12, often known simply as MJ-12. As a member of DELTA GREEN, expect to interact with MJ-12 frequently, but do not expect the same treatment among their ranks as you do among ours. The clearance levels are similar in function, but very different in structure, and you might as well be a civilian to them. You have no authority around them, and they have none around you. They might need some convincing on that last bit. While our allies, their agendas aren't always in line with ours.

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(TS DG) 10. When interacting with other DELTA GREEN personnel outside of an operation, there will be Unnatural terms and ideas you are unfamiliar with. While you may be tempted to, don't ask questions about them. If you need to know what they mean, you will be informed ahead of time. Curiosity is important in this business, but operational security is more important.

(TS DG) 11. The following paragraphs compile some of the ideas the program has developed internally, rules-of-thumb that we like to abide by. Most of us call them the [redacted] Rules. [redacted] Now, normally we wouldn't provide these in any official capacity, but recent events have led to an influx of agents and therefore higher body counts than we're used to. This is an attempt to mitigate that, so read carefully. It might save your life.

(TS DG) 12. To begin, do not be caught. You don't have a "Get Out of Jail Free" card, and we can't give you a license to kill. All you have is an objective, and you are to carry it out in total secrecy. Chances are, if you're caught, you're going to prison. Don't invoke authority, simply take what's thrown at you and admit to the most mundane version of events you can. If we need you, we'll get you out. If it's better for OPSEC, we will not. The latter is more likely. So do not be caught.

(TS DG) 13. A phrase we have around here is live your cover. For most of you, your cover is simply your life, so you might think this would be easy. But we have found that it isn't. To specify: You are not to refer to the program or the unnatural in public or in private. You are not to hint that you have been picked up for something "top secret" or that you're working with the "men in black" ([redacted]). You can't tell anyone anything about DELTA GREEN, at all. It doesn't matter how you present it. You are not to speak of what you have seen, what you have been told, what you have done. You are always to tell another story, detail another mission. In the field, be prepared to pretend to be someone else and stick to that identity at all costs. It won't just be you in trouble if you let something slip, it'll be everyone who heard it. Please do not mistake my plain delivery with a lack of urgency, DELTA GREEN is able and ready to terminate any and all risks to our security, which is our utmost concern. There will not be legal process, there will not be warnings. You will not see it coming. Nothing is worth the risk, so don't risk it. This isn't a threat, it's a courtesy.

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(TS DG) 19. Don't "wait until you see the whites of their eyes." Too many of our enemies aren't going to be dissuaded by a gunshot wound. Do not wait until your target is upon you to find out if they're one such opponent. Once you have confirmed without a doubt that your target is, in fact, a target, kill them. No warning shots, no warnings at all. Don't say "hands up!" and don't tap anyone on the shoulder. Too often surprise is your only advantage. Don't waste it with a weak stomach or trying to take prisoners.

(TS DG) 20. Play it safe. Establish rally points, safe areas that you can always converge on if the operation is compromised, with resources you will need to escape the enemy and a position that you will find favorable in the case of ambush. If attacked, break contact. Don't take a fight on the back foot, regroup elsewhere (at your pre-determined rally point, preferably) and return to strike when they don't expect you. Always know your line of retreat before you enter, be that a building or a country. And never let that line of retreat be the same way you came. Finally, if an operation feels wrong, abort. Back off, re-evaluate. If it feels very, very wrong, notify your handler, and await further instruction. Don't take chances that you don't have to, DELTA GREEN needs you alive, believe it or not.

(TS DG) 21. Consider prisoners a liability. Get what you need and dispose of them. If there are multiple, don't leave them alone together to plot escapes or straighten their stories. Torture is liable to fail you against the Unnatural, so seek information from personal belongings. Journals, notepads, files, computers if they have them. Lockboxes and pass-codes are broken more easily and more reliably than men.

(TS DG) 22. Make no assumption. Don't believe anything you're told, assume everyone is under the control of the enemy in one way or another. Double-check every source, all information you find. Verify it personally if you have to. As you are always lying to others, you are always being lied to. It's important to know who you can trust, and the only way to do that is by trusting no one.

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(TS DG) 14. Always lie, except to us. Keep your lies believable and consistent. Never lie to your partners or your case officer, and never — under any circumstances — lie to the program. We will find out, and then nobody will ever find out what happened to you. Because we will lie to them. That one is a threat. As for friendlies, (non-operative associates) they can know the truth about an operation, or aspects of an operation, but they can never know the truth about the program.

(TS DG) 15. Intelligence is your weapon. Scout the target, research it, watch it. Then talk to locals, witnesses, bums and inbreds and hop-heads and anybody human. It doesn't matter who, you need human intelligence to achieve your goals. You most certainly cannot learn about our enemy from books alone, so don't try.

(TS DG) 16. Never be alone. It doesn't matter what you're doing, always have a fellow member of DELTA GREEN at your six. Sleeping, performing research, interrogating a captive, tracking an animal, going to the bathroom. It doesn't matter, someone must be watching your back. Always assume you're in danger, and you just don't know it yet. Our enemy can do terrible things to an individual if no one's looking, so never go alone.

(TS DG) 17. Be paranoid. Scout all destinations, no matter how safe they may seem, and never scout as a full group. Check for surveillance at all times, bugs, cameras, tails, there are a million ways you could be being watched. Assume at all times that you are. The best substitute for knowledge is to assume every possibility at once. If you think something impossible might be happening, it is. If you thought you saw something inhuman out of the corner of your eye, you did. If an object seems out of place, it's dangerous. Nothing is coincidence, nothing is bad luck or a trick of the light. If you're wrong, don't be embarrassed, be relieved. If you're right, it might save your life. It's stressful, but it's safe.

(TS DG) 18. Don't kick in the door. Not the front door, anyway. Make your own entry point. This rule applies to much more than entering buildings, apply it to all your efforts. In the worst case, burn it down and ambush the survivors.

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(C) 24. Don't get lost. You are an agent of the United States government. To be with the program, you are an accomplished intellectual, soldier, general. But you are also a human. You are a husband, a father, a daughter, a sister. If you still believe it after everything, you are a child of God, and an agent of His will. If you don't, you're a patriot, a child of Uncle Sam. Hey, what's the difference? Humor aside, you have to remember these things to keep going. What you have seen has changed you. But you're still you. If you let that get away from you, then you're no good to us. The best thing you can do for the agency is complete the mission. But the second best is to just stay human. That's just as difficult sometimes. That concludes my personal advice on the matter, the following will be some more official statements from the Agency and the rest of the Executive Committee.

(TS DG) 25. As an Agent of DELTA GREEN, the recipient of this packet can expect to receive further information on assignments when their presence is required, and no sooner. They might also receive confirmation of their Case Officer, accompanied by a radio frequency (that may only be used on officially provided technology unless otherwise specified) and a phone number at any point between now and their first assignment.

(TS DG) 26. The recipient of this packet is expected to be prepared for duty at all times, and never to be late when given a date and time through official DELTA GREEN communication. Lateness will be met with disciplinary action.

(TS DG) 27. DELTA GREEN officially welcomes the recipient of this packet to the Agency, and wishes them luck on their first Day at the Races, whenever that may be. This is a service anyone should be proud to provide.

(U) --. Good Luck. Sincerely, [redacted]

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